

8 & Under Baseball Machine Pitch League

No standings will be kept and no trophies will be awarded

- Age division is determined by the age of the player on August 31, 2008. 8U players may not turn 9 before September 1, 2008.
- Rosters must be on file at the recreation center.
- Players may not wear metal spikes, however plastic or rubber spikes may be worn.
- Helmets with earflaps are mandatory for all batters, on-deck batters, baserunners and players in the coaches' box.
- Catcher's equipment: mask with throat protector and helmet, chest protector and shin guards.
- Each team must supply 5 balls for each game. (Worth Level 10 RIF Training Baseball)
- Coaches must attend St. Paul Parks and Recreation Certification Training and complete and submit a Background Check Form.
- Unsportsmanlike conduct by players, coaches, or parents will not be tolerated.
- The pitching machine should be set at the slowest speed possible in order for the ball to cross the plate in the air. Approximately 30-35 MPH

High School rules, reasonably applied, will govern with the following exceptions:

1. Games will be one hour - no new inning may start after 55 minutes. (If only one game is scheduled on the field, coaches may choose to play longer if the field is not scheduled for any other activities. Check with Rec. Staff about the field availability).
2. 10 run rule will NOT apply.
3. Pitching distance - 40 feet. Base distance - 60 feet.
4. 10 players will play in the field each inning (4 outfielders). The batting order must remain the same for the entire game (players may not switch places in the batting order). Players who arrive late may be added to the bottom of the batting order.
5. The inning ends when all batters have batted, (max of 15 batters per inning) regardless of the number of outs made. The last batter will be allowed to run the bases until either tagged out or a force play is made at home plate. Coaches must let the opposing team know when the last batter is hitting.
6. Each batter will receive a maximum of 5 pitches. If the batter does not hit the 5th pitched ball, he/she is out. There are no walks.
7. We will not use the infield fly rule.
8. Any batted ball that hits the machine is a dead ball, the batter is awarded first base and all runners that are forced will move to the next base. Thrown balls that hit the machine are also dead balls and each runner will be awarded one base.
9. Coaches will feed the pitching machine for their own team and act as the umpire. The coach will present the ball before the pitch.
10. Both teams should use free substitution in the field. Rotate players around each inning to give everyone an opportunity to try new positions.
11. The host site is responsible for putting the bases out, having the field lined, and setting-up the pitching machine and making sure that it is working properly.
12. There is No stealing and No leading off the bases.